

MANIFEST DESTINY is a postal Diplomacy zine by Keith Sesler, PO Box 158, Fraser, MI 48026 Phone (313) 293-0223. It is published every four weeks. Subscriptions: 10/\$3. Stanbys get 1 free issue every time they submit s/b orders. I have game openings in Diplomacy, Gusher, Bourse(free), Deadman Dip, and 1885 IV. Map/rules to Gusher included in this issue. Game fees are \$1+ a \$2 refundable NMR fee. For the dip game, only people who are not playing in more than one other MD game can sign up; anyone can sign up for the variants.

FINAL CONFLICT GAMESTART

AUSTRALIA: Nelson Heintzman, 2255 Delaware Ave., #C-4, Buffalo, NY 14216
 BRAZIL: Paul Rauterberg, 4922 W. Wisconsin Ave., Milwaukee, WI 53208
 CHINA: Eric Ozog, 1526 N. Lawler Ave., Chicago, Ill. 60651
 PAN-ARAB LEAGUE: Mark Frueh, 1013 Milton St., Apt. 304, Madison, WI 53715
 RUSSIA: John Crosby, 830 Hunterhill Trail, Roswell, GA 30075
 South Africa: Carl Russell, 21 Morgan Rd., Binghampton, NY 13903
 United States: David Anderson, 219 Oakland, Apt. 2, Pontiac, MI 48058
 Spring 2101 due Fri Nov. 4. Following Spring and Fall turns on 3w deadlines. Winter on 2w ddls.
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 DIPPY GAMESTART MD-5 1983HK

AUSTRIA: Greg Doyle, 18 Longmeadow Dr., Canton, MA 02021
 ENGLAND: Robert Anderson, RM #3, Robinson Hall, CMU, Mt. Pleasant, MI 48858
 FRANCE: Paul Rauterberg, 4922 W. Wisconsin Ave., Milwaukee, WI 53208
 GERMANY: Michael Keller, 9 Chadman Court, Baltimore, MD 21207
 ITALY: David Anderson, 219 Oakland, Apt. 2, Pontiac, MI 48058
 RUSSIA: Chuck Egli, 211 Long Rapids, Alpena, MI 49707
 TURKEY: Pierre Touchette, 1 Rue Georges, Masson, Quebec, CANADA JOX 2H0
 Spring* 1901 orders due Nov. 4. Phone orders due Nov. 3 (THU) at 11:15 PM EST. * * *

1981AQ MENSA #14 (Seasons separated by three requests)
 BREAK IN WAR AS WORLD LEADERS WATCH DEVELOPMENTS OF OTHERS!

Autumn 1907 Russian F Denmark R Baltic Sea
 Winter 1907 England (Reges) B A Lon France (Strand) B A Mar Tur B F Con
 A France-England-Italian draw has been proposed. NVR= "No."
 Ralph Baty has a COA: Effective 10-28: 8948 Caminto Fresco, La Jolla, CA 92037
 effective 1st week of November: c/o Ann C. Baty, RR1 Box 33, Weston, Ohio 43569.
 Spring* 1908 orders due Friday, Nov 4. I have orders on hand from everyone. Press on p. 5

MD-1 1983AZ Spring 1902
 TURKEY UNDER HEAVY PRESSURE IN THE EAST! CONFUSION REIGNS IN WEST! FRANCE STILL IN TROUBLE!
 AUSTRIA (Paula Dodge) F Gre-AEG, A Ser-GRE, F Tri-ADR, A Vie-TYO, A Bud-TRI
 ENGLAND (Jim Meinel) A Bre-GAS, F ENG-Mid, F Liv-IRI, F NWY-Swe, F Nth-Eng (NSU), F LON U
 FRANCE (Herb Barents) A Bur-MAR, A SPA S A Bur-Mar, F POR-Mid
 GERMANY (David Smith) A Mun-BUR, A BEL S F Neatherlands (NSU), A Ber-MUN, A Den H, F Hol U,
 A KIE U, F Neatherlands S A Bel (NSU)
 ITALY (Ian Strauss) F Rom-TUS, F Nap-TYR, F Tun-W. MED, A Ven-PIE, A Mar-Spa (/A/)
 RUSSIA (Dave Lincoln) A RUM S F Bul(ec), F BUL(EC) S F Sev-BLA, A MOS S A Ukr-SEV, A War-LVN,
 F SWE H
 TURKEY (Joe Flores) F Bla-Bul(ec) (/d/, R ANK per orders), A CON S F Bla-Bul, A ARM-Sev
 Fall 1902 orders due FRI Nov. 4. More press on p. 5.

PRESS Turkey-France: We have them right where we want them?
 Turkey-Russia and Austria: Are you ready to surrender? Your position is hopeless!
 * * * * *
 MD-2 1983CL Winter 1901 FLEETS, ARMIES POPPING UP ALL OVER.
 Austria (Anderson) B A VIE ENGLAND (Allen) B F Lon, F EDI FRANCE (Touchette) B A PAR, A BRE,
 F MAR ITALY (Baker) B A VEN, F NAP RUSSIA (Henry) B A ST.P TURKEY (HAGER) B A CON, F SMY
 Spring, 1902 orders due FRI. Nov. 5th. S'02 orders on hand from Germany.
 PRESS: Moscow-Sevastapol: You unutterable cad! Russia-France: I can barely believe that...
 Austria-Italy: Can you move out of Trieste in the Spring?
 Does anyone know Rick Simonds' current address? His last MD was returned as undeliverable.
 I have it listed as URH 228 Townsend, 1010 W. Illinois St., Urbana, ILL. 61801.

1983CQ MD-3 Fall 1901

BRITS, GERMANS SQUABBLE OVER BELGIUM! TURKS TAKE BLACK SEA! FRANCE GETS LUCKY!

AUSTRIA(John Crosby) A SER & F Alb-GRE, A Tri-BUD

ENGLAND(Jim Keeney) F Nwg-NWY, F NTH C A YOB-Bel

FRANCE(David Anderson) A BUR-Mar, A Mar-SPA, F Mid-POR

GERMANY(Matt Fleming) A HUN-Bur, A Kie-DEN, F Hol-BEL

ITALY(Paul Gardner) A PIE-Mar, A Tus-TUN, F TYR C A Tus-Tun

RUSSIA(Lucien Henry) A UKR S F Sev-RUM, A Mos-SEV, F Bot-SWE

TURKEY(Randy Duncan) A BUL-Ser, F Ank-BLA, A Arm-SMY

Winter 1901 only due FRI. Nov.4. There's more press on p.5.

SUPPLY CENTER CHART 1901

AUSTRIA: home, SER, GRE(5 Build 2) ENGLAND: home, NWY(4 Build 1), FRANCE(home, POR, SPA, B 2)

GERMANY: home, HOL, DEN(5 Build 2) ITALY: home, TUN(4 Build 1) RUSSIA: home, RUM, SWE(6 Build 2)

TURKEY: home, BUL(4 Build 1) PRESS:

WAR-BER: As Patton said: "War is the only place where a man really lives." Keep making unreasonable demands upon me and you'll be having the time of your life.

STP-EDI: So long as the "VACANCY" sign remains in your window peace will be secure.

UKR-VIE: I haven't had a brilliant idea in ten years; what do you suggest?

RUS-FRA: Of course you're my ally, Dave; after all, everyone else on the board claims to be my ally so why not you too.

RUS-ITA(And to the world for that matter) The more I read my mail on this game the more I'm reminded of that statement made over a ftf game in Georgetown in January 1960 - "Ask not what Russia can do to aid your position; rather, ask what you can do to aid Russia." Just remembering that statement(later retreaded and fancied-up in a more formal situation) makes me feel aged.((It should! I wasn't even ALIVE then!))

BOURSE RESULTS POUND FALLS OFF, MOST OTHER CURRENCIES RISE. Note! There was a typo last month concerning Piastres. It should have been listed as .90. I had to make corrections on a couple of your orders, although a few of you caught the error.

	GRO	POU	FRA	MAR	LIR	ROU	PIA	CRED	NET WORTH
War Profiteer	1101	500	871	1501	300	2255	500	360	57211
Psychic's Friend	2661	500	1000	1500	500	500	500	348	57392
Gifted One	900	1300	1500	1380	0	1250	500	336	56881
A-Bomb	1000	500	1129	0	4300	500	500	348	58325
Dray Prescott	500	4000	500	500	500	500	500	305	57340
Mobile Munchies	1700	500	500	1000	1703	600	1440	341	57640
AJ&Mohammed	500	500	500	500	500	2383	2100	341	57052

BOURSE-PRESS: M.M.-P.F.: If I were you I'd get a new psychic.

MM-A-Bomb: You know, that's how a lot of people describe my style of play - A bomb.

Psychic's Friend: My friend likes Crowns in 1901.

The Gifted One-F/E/G: I feel its great to see F/E get going but feel there's room for G as well. Come on guys - kiss and make up. Germany controls Italy and can make it sit!

The Gifted One(TGO)-Italy: Sit boy! Sit! Haven't you heard of Lepanto? East I say! East!

TGO-Turkey: I don't think you'll get Greece or Sev! Go get Italy - A/H will help!

TGO-Dray: I like English Pounds - but not that much!

TGO-World: Sell the Italians short! Watch her drop!

TGO-A/H and Russia: Crush the Turkish dog - trust them not for he is unclean!

TGO-GM: Please place a note advising MD-3 that we're here and push them to do as we say- who do they think they are?

GM-MD-3: Hear that, guys? Your master commands you to obey him. * * * * *

MARCO POLL: Mark Larzelere is taking ballots(use any sheet of paper) for his MARCO POLL, one of the most respected polls around. List the seven best zines, 5 best GHS and the three best subzines in the hobby today(in order) and send Mark your ballots. Deadline is November 22, so don't delay! Vote today!. A typical ballot for best zine might look like this:
1. MANIFEST DESTINY 2-7: Not important. Mark's address is 7607 Fontainebleau Dr.,

Apt. 2352, New Carrollton, MD 20784. * * * * *

Someone recently asked me whether it would be OK to forge someone's orders in the hopes that the individual would forget his player code and have both sets thrown out. NO! NO! NO! NO!

MD-4 SPRING 1901 1983HC

BRITS SIEZE CHANNEL! STAND-OFFS IN BLACK SEA, GALICIA!

AUSTRIA(Ed Henry) F Tri-ALB, A VIE-Gal, A Bud-SER

ENGLAND(John Crosby) A Liv-YOR, F Lon-ENG, F Edi-NTH

FRANCE(Bob Sweeney) F Bre-MAO, A MAR S A Par-BUR

GERMANY(Pat Pakel) F Kie-HOL, A Ber-KIE, A NUN-Bur

ITALY(Matt Kazur) A Ven-PIE, A Rom-VEN, F Nap-ION

RUSSIA(Pierre Touchette) F St.P(sc)-BOT, A WAR-Gal, A Mos-UKR, F SEV-Bla

TURKEY(Jay Chaiser) F ANK-Bla, A Con-BUL, A Smy-ARM

Fall 1901 orders due FRI Nov. 4th. Press is on page five.

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MDV-1 Woolworth II-d 1983Hcb19 Winter '01

Balkans(???) B A SER ENGLAND(???) NRR! GM removes F NAT FRANCE(Touchette) B A PAR

GERMANY(Baty) B A MUN ITALY(Dancause) B F ROM RUSSIA(???) A Gal R to WAR(Autumn '01)

SEAIN(Anderson) B F MAD TURKEY(???) B F SMY

Spring '02 due FRI. Nov. 4th. S'02 orders on hand from Baty and Touchette. Note Baty's soon to be COA on page 1. Press on page 5.

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MDV-2 Woolworth II-d 1983Mcb19

INVASIONS ATTEMPTED ON MANY FRONTS! LOTS OF ACTION EXPECTED SOON! WHAT A MESS!

AUSTRIA(Bob Sweeney) F TRI-Ven, A VIE S A Bud-GAL

BALKANS(???) A SER S A BUL-RUM, F Gre-AEG

ENGLAND(Mike Keller) F Lon-ENG, A Liv-WAL, F Edi-NWG

FRANCE(Pierre Touchette) F Bre-MID, A Par-GAS, A MAR-Mad

GERMANY:(Pat Pakel): F Kie-HOL, A Ber-MUN, A Mun-SWI

ITALY(???) A Ven-PIE, A ROM-Ven, F Nap-ION

RUSSIA(???) A Mos-UKR, A WAR-Gal, F SEV-Bla, A St.p-LAP

SCANDINAVIA(???) F Den-NTH, A Swe-FIN, F Nwy-SWE

SPAIN(Jay Chaiser) A POR-Mad, F Mad-LYO, F Mor-W.MED

TURKEY(???) F ANK-Bla, A Con-BUL, A Smy-ARM

Fall '01 orders due FRI Nov. 4th. Press is on page 5.

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MDV-3 WINTER 1900 BLOWUP 1983Krn16

THIRTEEN ARMIES, NINE FLEETS BUILT! BUT WHERE ARE THOSE MINES?

AUSTRIA: Pat Pakel Build Army Vienna, Army Trieste, Army Budapest

ENGLAND(Phil Dancause): Build F Lon, F Liv, F EDI

FRANCE(Paula Dodge): Build F Bre, A Par, A Mar

GERMANY(David Anderson) Build A Mun, A Kie, F Ber

ITALY(Pierre Touchette): Build A Ven, F Rom, F Nap

RUSSIA(Ron Brown) Build A Mos, A War, A Sev, F St.P(North coast)

TURKEY(Fred Davis): Build F Smy, A Con, A Ank

Spring 1901 due FRI. Nov. 4th. I have S'01 orders on hand from Pierre. Press on p.5.

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OOPS! I think I overreacted a bit when discussing BATTLE STATIONS, the new 'zine by Bob Albrecht. In the latest SNAFU!, it seems that Ron Brown is satisfied with the policy Bob has proposed for refunding past subbers of his KOBOLD, and if Ron's satisfied, that's good enough for me. Why not send for a sample of Bob's zine and judge for yourself. His address is: 1001 - 1239 12 Ave., SW, Calgary, Alberta, CANADA T3C 3R8

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LET'S GET THE FACTS STRAIGHT DEPT: Due to the increasing pressures of running a zine, I was recently forced to resign from some games which I felt I could not give adequate time to. One of these games was 1983AD in Boast. Despite the fact that I sent in a final set of orders for that country(so the game could continue to run smoothly) and told the GM I was resigning, he neglected to mention that fact or call for a standby the following issue. I immediately sent him a letter reminding him that the Italian position was vacant and that he should appoint a standby immediately and let the other players know about this. He also could have delayed the season. Instead, he left Italy vacant, causing it to NMR and lose 2 centers. In addition, he finally called for a standby and wrote: "Maybe we will get the (cont. middle of next page)

F.I.R.E.T.A.G.: A GAME FOR SEVEN PLAYERS By Ed Henry (worth six free issues)

Object: The winner is the sole surviving player. It is possible to end a game with more than one survivor, but not likely.

RULES:

1. Each player is given a flamethrower (without fuel).
2. Each player is given a key which will open each of the 34 fuel lockers.
3. The player designated "it" will attempt to cinder as many of the other players as possible. The other players will, of course, attempt to avoid becoming cinders.
4. Each player is secretly designated "it" at the commencement of play, at which time all lights in the playing area are extinguished.

Helpful Hints:

It is left to each player's judgment to decide how to proceed during the course of the game. There is no overall "best" strategy. Private negotiations between individuals can be a situation fraught with danger, while shouting for assistance can be equated with attempted suicide by self-immolation. Utilizing your flamethrower can have the same effect. Failing to procure additional stores of fuel could conceivably also be fatal. Do not lose your key. Extremely lucky players will sometimes win by lying low until most of the other contestants are eliminated, then ambushing the remainder as they attempt to pin him down. Another method is to fill the air with flames from the beginning: with luck, by the time you are out of gas you will be the only player left.

Remember, it's every man (or woman) for him(her)self. To win, you must show no mercy. Those who pay heed to the moans of agony and despair would do well to remember certain old saws pertaining to wounded animals. Good luck! ((Sounds like fun. I think I'll run a game of it. *I signed up (Woody). Six more needed.))

(FACTS, cont. from page 30)

moves this time. He again neglected to mention the fact that I had resigned from the game. The effect of all this is that someone reading BOAST is going to think I'm an unreliable sort of person who NMRs out of games without a word. Nothing could be farther from the truth. I'm making a note of this article on Herb's copy of this zine, so maybe he can straighten out everything by printing the facts in his next issue. I don't want to sound like a spiteful person regarding this matter; it's just that I can't understand how such a thing could happen.

1983 Diplomacy Rules Changes: (See Diplomacy World 35 for more details)

XII.4 "MORE THAN ONE CONVOY ROUTE. If the orders as written permit more than one route by which the convoyed army could proceed from its source to its destination, the order is not void on account of this ambiguity; and the army is not prevented from moving due to dislodgement of fleets, unless all of the routes are disrupted." EX:12 now is shown to succeed.

XII.5 "A CONVOYED ATTACK DOES NOT CUT CERTAIN SUPPORTS. If a convoyed army attacks a fleet which is supporting an action in a body of water; and that body of water contains a convoying fleet, that support is not cut. EX 13 remains the same.

XII.6 "BOTH A CONVOY ROUTE AND AN OVERLAND ROUTE. If an army could arrive at its destination either overland or by convoy, one route must be considered and the other disregarded, depending upon intent as shown by the totality of the orders written by the player governing the army."

Rule XII.4 kills the 'Unwanted Convoy' ploy and revives the Shagrin Alternate Convoy ploy, which has a player hedge his bets against a dislodged fleet by having all of the fleets involved convoy the army.

Rule XII.5 seems to be just a rewording of the old rule; at least that's what it sounds like to me after reading Walker's article. You better read it yourself to be sure.

Rule XII.6 just eliminates another aspect of the Unwanted Convoy. DW #35 costs \$2.50 and is available from Rod Walker, 1273 Crest Dr., Encinitas, CA 92024

I had to cut alot of stuff out this issue to keep it at an ounce. Hopefully, I'll have room to catch up on everything next issue, which maybe another Double Issue.

1981AQ PRESS MENSA #14 RUSSIA-ITALY: Enrico, the last time I moved, you stabbed me. This time I did it first! (all to the glory of France!)--Ralphita. * * * * *

1983AZ MD-1 PRESS: TURKEY-RUSSIA: Now that I have you right where I want you, are you ready to concede? * * * * *

1983CQ MD-3 PRESS: ENG-ITALY: Bad Decision ENG-RUSSIA: You didn't build in the North? ENG-FRANCE: Thank you. ENG-GAME: I am inviting all to FISH and CHIPS in Berlin. France-Italy: Your moves in S'01 are described in the Player's Guide to Diplomacy. They are blatantly anti-French. Do you want to be allies or not? France-England: I'm sorry I can't support you into BEL this year. Italy is being a pain. France-Germany: Not nice. You lied to me. You will now pay the price. It's \$2.50 You can send it check or M.O.((He better not!)) GER-RUS: Army MOS-Stp, huh? With help like that I might pull a win out of this yet. Rome-St.Pete: Letter passing? What letter passing? I haven't gotten any, haven't sent any, but till I see an NFP or DNQ all info is fair game. Rome-London: Someone wreck your compass? Better get it fixed before someone wrecks your country. Rome-Istanbul: Bye-bye! Rome-Berlin: Bring your favorite red meat and have some burgundy. Rome-Paris: Thought I'd sit back and see what you could do with Mar. Rome-Vienna: Just in case you decided to lie a little more. * * * * *

1983HC MD-4 PRESS: Aus-Rus: Merci beaucoup... Aus-Tur: Good-bye, silent one. Paris-GM: Megalomaniac's indeed! GM-Paris: Well, that's what your psychiatrist told me. Paris-Germany: Never, ever give hints to Italy! He can't help passing letters!(It's in his blood!) Berlin-Paris: Oops! Just making sure of your intentions. Paris-England: I hope its not the dreaded E/G/I!(I think not - but who knows?) Paris-GM: So, Italy, Austria and Germany have already made enough reassurances to each other to send in their moves, eh? I'd better be cautious here. Berlin-Paris: Actually, the beer was lousy this year, so I thought I'd send an army over the border to buy some wine - hope you don't mind. * * * * *

1983HCP19 MDV-1 PRESS: Italy-Spain: You didn't get it, so now what? 1983Mcb19 MDV-2 PRESS: Balkans-Austria: It's adeal! Balkans-Turkey: Let's DMZ the AEG,OK? Austria-All Secret Powers: I wrote you! Write me! Use the same method I did! Hurry- a support is a terrible thing to waste! Austria-Germ: Did anyone else write you either? Austria-World: Except for Germany, I'm surrounded by ??? 'marks'! Won't someone do or say something? (Speech is preferred to slander!) Austria and his shadow to the world: Let's make a deal- any deal that let's me win! Austria-Turkey: I think I know who you are! Austria-World: Why do I feel so helpless? Austria-Scandinavia: I didn't write you as I assumed we won't be together or around each other for years. Austria-World: Couldn't help but try, EH? * * * * *

1983Krn16 MDV-3 PRESS: Turkey: Turkey wants peace with everybody. We hope everybody doesn't want a piece of Turkey. Vienna-World: HAHAAHAHAHAHA! I love the smell of napalm in the morning! I love to see the mangled remains of units after they run into my mines! Boom! Bang! Russia to the World: The Tsar has instructed his engineers to begin construction of devices designed to detect mines whether they be on land or at sea. It is hoped that they will be able to retrieve unexploded mines in an effort to determine the country of origin of any such devilish machines which threaten the very nature of modern warfare. St. Petersburg: Foreign correspondents were unable to determine if the rumors that Russia has developed a fleet of destroyers in this remote port are true or not, as heavy fog has enveloped the region for several weeks. This fog bank extends all the way to England, making it unlikely that British forces will be able to detect any sea movements in their direction. Moscow: The Tsar has issued a bulletin informing all foreign governments that he will express no sympathy if units are blown up while heading towards Russian territory."Russia will be ringed with defensive mines, bringing woe to any aggressors. They have been warned, and the Russian government washes its hands of any consequence of their own making. * * * The doctor had just examined the patient and said to the man's wife: "I don't like the looks of your husband." "I don't either, Doctor," said the man's wife, "but he is kind to the children."

WELCOME BACK, MR. CHRISTIAN(Reprinted from the Detroit News)

We'd like to take this occasion to welcome George McGovern to the Democratic Party's race for the presidential nomination. There were a lot of yawns, including a rather embarrassing one from his lovely wife, when he announced. The field is getting rather crowded, and doubtless a lot of people are skeptical about the chances of a man who couldn't even beat Richard Nixon. But we think Mr. McGovern deserves more serious consideration. As we see it, he's in a position to bring a number of long overdue issues front and center. Among other things, he could:

* Revive his plan to give every American family \$1000. Because of Carter inflation, of course, he'd have to update that a bit: make it \$5000. Then he could go to the country for a big tax increase to pay for it, just the thing to stimulate economic recovery.

* Get the boys out of South Vietnam. We mean, of course, the North Vietnamese boys, who have been there--and nearly everywhere else in Indochina--for more than 15 years. The South Vietnamese and the Cambodians and the Laotians should be allowed to settle their own differences. George McGovern was always a strong opponent of imperialism, and we know he'll use his genial persuaviveness to convince Hanoi's rulers to see the errors of their ways.

*Restore a sense of moral rectitude to the White House. Perhaps candidate McGovern, whom his former press secretary calls "Mr. Christian," could even start up some Bible study classes. For too long, say, about three years, the White House has been lacking that moralistic quality on which all good policy, such as reducing defense spending and giving \$50 tax rebates as a means of getting the country moving again, must certainly be based.

* So join the pack, George. The country needs your sense of realism and fresh ideas. *

The WACKO OF THE MONTH AWARD goes to Congressman George Crockett(D-MI), who refused to support a House resolution condemning the Soviet Union for shooting down a Korean Air Lines jet on August 31. Crockett said a primary reason that he refused to agree to the condemnation resolution is that he isn't convinced that the Soviets were wrong in shooting down the Boeing 747, speculating that it is "entirely possible" that the airliner was on a CIA-sponsored spy mission. "I don't put it by them(the CIA) to use a commercial plane for spy purposes," he said. He likened the incident to the use of lethal police force when in "hot pursuit" of a person believed to have committed a felony. "As far as the Russians are concerned, a felony was then and there being committed--spying--and they were in hot pursuit of a person they had reason to believe was engaged in it," Crockett said.

According to Time, over 100 Soviet planes enter U.S air space illegally each year. Somehow I have the feeling Crockett would be singing a far different tune if anything happened to one of them.

* * * * * LETTERS

(Bruce Linsey)" This is a series of my 'lunch hour' letters. Since beginning my new job at General Electric, I have found very little to do on my lunch break other than write letters for publication to zines with letter columns. Recent 'lunch hour' efforts have been directed toward Murdering Ministers, Snafu!, Denver Glout, Anduin, Cathy's Ramblings, and Terran; so now it's your turn. Aren't you thrilled?((Well...))

"Your issue #3/7 was the best yet; chock full of interesting reading material. Regarding the death threat you received; well, I was threatened similarly a year or two ago by another hobby member who was angry at me. It pays to remember that postal Diplomacy attracts some rather sick people, and that they are best avoided when possible--the guy couldn't be serious.

"If I may make a constructive suggestion for your letter column, why not space between letters?((Done.)) I found it hard to tell who was making which statements at times; I'd glance back up the page and couldn't tell where the letter began. Bob Sweeney's letter was great; letters from the famous and near-famous, eh? Now you've got them from the in-famous as well!((It's a good thing that he didn't send me 2 letters. Otherwise I would've had to only print what was common to both of them.))

"Regarding your note on self-defense: it's even better to pluck out the leader's eye, put it in your mouth, chew it up, spit it out, and replace it in the empty socket. Then other gang members will respect you, even if the leader sees red for a while.(Yech! Me and my cornea jokes!)((Green.)) Too much space for my taste on the Health & Fitness Corner. My sister would like it though; she's a nutrition therapy major recently graduated from (Cont. next page)

Cornell. I'll show it to her if I think of it. Deadman Diplomacy looks intriguing. "Just out of curiosity, how did you get in touch with Craig Reges(or vice versa)? Back when I entered the hobby in 1979, Craig was the Novice Packet Director and was in the process of folding his zine Against The Odds. He is the first hobby contact I had and his was the first zine I ever saw. Now he's making a comeback. Will you be reviving ATO, Craig? (Gosh, that seems like so long ago now!)((Craig is a member of the MENSA Postal Diplomacy SIG. He agreed to take over a standby position in Mensa #14 just before it was transferred here. He is also playing in Mensa #18 in Irsome!))

Speaking of the Novice Packet, I don't remember if you mentioned it or not, but the current one is called SUPERNOVA and is available from me for a dollar. Some of your readers may find it useful, especially if they're new to the hobby.((Supernova is so full of interesting material that it would be enjoyed by both novices and pros alike, and at a \$1 it's a real bargain. Bruce's address is: 24A Quarry Drive, Albany, NY 12205))

"Enjoyed studying the Final Conflict map, but decided that I didn't care for the rectilinear boundaries between the sea spaces. I'll bet you a \$1 on the Michigan-Michigan State game."((OK. The game will be the day after this goes out. It won't be much of a contest with all of the injuries caused by the dirty Illinois team, but I'll give you lots of points.))

(Eric Ozog)"Enjoyed the Health & Fitness column--I take vitamins regularly and exercise whenever possible. It pays to stay healthy."((Being fit is also a CUNNING way to impress women.))

(Kevin Tighe)"Keep those movie reviews coming. You have good taste((true)) and are saving me money."((I'm going to have to start seeing more movies. Dollar days are back in Detroit now, so hopefully you'll see a lot more reviews here(space permitting))).

(Bob Sweeney)"In these troubled pre-Spring '01 times, I fairly sweat as the days go by. I hungrily await the arrival of the mail so as to glean any hint of treachery, any touch of malice, any warning of cold, clammy hands reaching for my throat...

(For all gamers, I have a hint - it's better to write and risk your enemies detection than to not write and ensure your enemies fears. To all Gamers - Write!)

...the mail has arrived! He'll ally with me--great! Now to move in other directions! (Wierd letter - eh?)"((Yes.))

(Fred C. Davis)"Flattered that you'd use my 1885III map and rules as the basis for your 1885 IV 'Woolworth' type design. Only problem may be that four players may not be enough for good Diplomacy.((Possibly, but with all the units they get to control right from the start, maybe the players won't need to talk as much diplomacy with the others. Also, I felt that it would be a lot easier to get 4 people to sign up for a variant than 9 players.)) Be sure to send a copy to Rod Walker for a NAVB Catalog No. I disagree with your feeling that people will always quickly find out the identities of the Secret Powers. In the first Woolworth game, 1981Erm22, David Anderson kept everyone from learning his Secret Power until the next-to-last-move, when it was too late to stop him. This was partially due to the failure of one of the other players to correspond with us, so their Secret Power roles got reversed. No diplomacy was the best diplomacy for the other player, apparently."((Maybe I shouldn't have generalized regarding Woolworth II-d. If the other players don't write, I can see how it would be determine the others Secret Powers. Oh, well.))

(Ken Hager)"(A)s a loyal Ohio State alum((A what? Guess I'll have to NMR you.)) I'll be glad to take you up for \$5 on the OSU-MICHIGAN((that should be MICHIGAN-OSU)) game. Also, let's forget about points either way. We both know that the spread means very little in that game.((True. It's one of the true classic matchups in College Football today.)) I'm still smarting over yesterday's loss to Iowa. I knew Iowa was strong and that the Bucks would have problems playing Oklahoma and Iowa back-to-back on the road. It's quite possible that it'll be Iowa out here come Jan.1.((God, I hope not! Just who does Iowa think they are anyway? The Rose Bowl belongs to Michigan and OSU; let Iowa find some other bowl to play in.))

"Actually, I don't care who it turns out to be; I just hope they beat the PAC-10. It hasn't been much fun being a BIG-10'er in L.A. on JAN.1 for many years now.((I hope the Big-10 wins the Rose Bowl this time, too. Actually, we've had some bad breaks in the games. Who can forget Charlie White's 'phantom touchdown' a few years back that beat Michigan? That bastard White had the gall to claim he had possession of the ball in the end zone, even though all

(cont)

the cameras showed that the ball was actually lying on the ground a couple of feet away from him. Then, last year, Steve Smith separated his shoulder in the game, preventing a win over UCLA. The Big 10 will get its revenge this year, though. You can bet on that.))

(Matt Fleming) "It was nice meeting you (in Madison, WI) over the weekend! I still have nightmares about us driving around in the rain with the windshield fogged up and James Wall guiding you with his head out the window. Oh well." ((I hate driving at night. A report on my trip to Madison follows.))

MY TRIP TO MADISON: A couple of weeks ago, I went to a Diplomacy get-together in Madison set during the weekend of the Michigan-Wisconsin football game. It was about a 450 mile drive, and, except for a long delay in Chicago during Friday rush hour traffic, the trip was uneventful. It was dark when I got to Madison, and the combination of one-way streets, detours, and my poor night vision soon had me totally lost. Eventually, I did find Frueh's apartment and soon afterwards, a dip game was started up with me, Jim Wall, Nacy Irwin, Matt Fleming and a couple of non-postal players. The game quickly turned into E-F and R-T, and a 4-way draw was eventually agreed upon. A second game was started up, but it was getting late and it was abandoned after a couple of seasons.

The next day Paul Rauterberg, Richard Delzer, Chuck Kaplan, and Russ Rusnak showed up. The first order of business that day was, of course, securing enough tickets for everyone to go to see the glorious Michigan victory over the hapless herefords from Madison. The game itself was a real joke, with Michigan rolling up over 380 yards RUSHING alone and thoroughly whipping the cow-town team. Here is how one Detroit sports writer summarized Michigan's gameplan: "Check the defense. Call the audible. Take the snap. Hand it to Rogers. Blow out the down lineman. Knock the linebackers into Lake Mendota. Cross the goal line. Win the football game." Amazingly, the Wisconsin fans were not disappointed by the loss; they're so used to losing that they shouldn't be, I suppose. Indeed, after the game, they were all singing and shouting while the band played a number of songs to raise their spirits. In Madison, the only highpoint of football games is this part. I felt sorry for these fans, and offered them the chance to save their souls and become honorary Michigan fans. The crowd was ecstatic, and whooped with joy after I sprinkled them with holy water blessed by Him (Bo Schembochler). To show their appreciation, the crowd soon began chanting, "Bo saves, Bo saves." I was pleased.

After the game, we all stopped off at a beer for a few minutes before going back to Frueh's apartment, where we ordered a couple of pizzas and started up another dip game. This one had Frueh as Austria, Fleming as England, Delzer as France, Wall as Germany, Rauterberg as Italy, Me as Russia, and Kaplan as Turkey. An alliance between R-T was started, and by 1902 we had 14 units. Austria was about wiped out by this time, having had both VIE and TRI taken from him by Rauterberg in Fall, 1901. Everyone would have been ready to concede to R-T within a couple of more turns, but Kaplan said this was too easy and he decided to stab me. After several more game years, the game finally ended in a F-T draw. Later, we all went to a greek restaurant for Gyros, and on the way back got caught in a bad storm. We all ended up at Wall's apartment, and the group split in two; with Uno and Cosmic Encounter being played. When it was quite late (about 3AM EDT); someone got the idea of calling up Woody, but he kept hanging up the phone. Soon afterwards a good game of poker was started up, and we played this until around 5AM or so. The next morning I left for Michigan. All in all, it was quite an enjoyable trip. I'll be going to Kal-Con later this month, and will try to have a report on that one next issue.

COMPUTER NEWS: Rumor has it that Atari will not be introducing their 1400xl and 1450XL after all, preferring instead to introduce a totally new design in the Spring. Supposedly, this new computer will be CP/M and Apple compatible! One software magazine already is testing one such prototype, and the Vice-President of MAGE has been interviewed by a Market Research firm which wanted to know how much he'd be willing to pay for such a system. This sounds like good news for Atari fans. The 600XL and 300XL are already out, and they will continue production on those two models for the foreseeable future.

ZINE PLUG: THE END JUSTIFIES THE MEANS is an excellent new 'zine by James M. Briggs, PO Box 6843, El Paso, TX 79906 which has game openings in Diplomacy, Machiavelli, Der Fuhrer, Rail Baron, and Boreas. Sub are 10/\$4.00. The games are run on 5 week deadlines. Game fees are free except for El Gardel, which costs a buck/game year.

GUSHER DIPLOMACY - Designed by Fred C. Davis, Jr., 1979

1. The 1976 Diplomacy Rulebook will apply to all situations not covered in these rules.

2. Each Power initially owns only its own capital, which begins as a Double Supply center, and contains two units. Russia's capital is Moscow, not St. Petersburg.

a. England and Italy begin with one A and one F in London and Rome, respectively.

b. All other Powers begin with 2 Armies in their capitals (VIE, PAR, BER, MOS, CON).

All other Centers are unknown quantities, able to support anywhere from 0 to 3 units each. Upon capturing a Center, after the Fall moves, players follow the procedures listed in rule 9 to establish its worth. Thereafter, each time a Center changes hands after Winter 1902, each Center will change in value.

3. The following changes in the board should be especially noted:

a. Archangel, Ireland, Morocco and Switzerland are new Supply Centers. Spain consists of 3 spaces, of which 2, Castille and Catalonia, are Supply Centers.

b. There are no two-coasted provinces.

c. Two Ocean Boxes (W. & S. Oceans) permit fleets to move between the ATL and MED areas.

4. There are a total of 39 Supply Centers, containing 45 supply sources. Here is a breakdown of the number and types of SCs: Zero Cs (9), Single Cs (18), Double Cs (9), Triple Cs (3). (Note that once the random assignment rule begins in 1903, the totals will vary somewhat.)

5. The Victory Criterion is ownership of 23 SCs at the end of a Fall move, regardless of how many physical SCs are needed to reach that total, Except that the winner must control 15 Cs.

6.a. The first move is Fall 1900. On this move only, a unit may move either 1 or 2 spaces, providing no unit may enter any space in another player's Homeland, or enter Switzerland. In the event of a standoff, units will retain their positions in the 1st space occupied. (Standoffs are impossible if players seek to develop their own territories first.)

b. Fall 1900 is followed by the Winter 1900 building season, during which the following special rules apply:

1. In Winter 1900 only, a Power may build 1 Fleet in a SC in its homeland which has just been occupied by an Army.

2. A Power may build two units in its Capital Center if it has the needed supply sources.

3. In both instances, if both units are forced to remain in the same province after the S'01 moves, 1 of them will be annihilated. The player removes the piece he wants to.

c. Thereafter, normal building rules apply, and no 2 units can occupy the same space, except as provided in the rules concerning Sea Boxes (rule 13).

7. Building Units

a. Units may be built only in a player's Home Supply Centers. This includes ARCH for Russia.

b. A Zero Source SC can still be used as a province in which to raise a unit. The Zero refers to the number of units a Center can sustain; not to its function as an assembly point. (Thus, Austria could build fleets in Zara, even if it were rated as a Zero Center).

8. CHANGE OF SUPPLY CENTER VALUES AFTER INITIAL EVALUATION:

Once all SCs are owned, or after the Winter 1902 season if some are still unowned after that period, the value of all SCs will be subject to change each time they change hands. Centers changing ownership in 1901 or 1902 will not change in value.

The procedures in rule 9 will be used to establish a new value of 0 to 3 for each Center. The Power losing the Center drops in Strength by the former value, while the gaining power adds the new value.

Thus, at times there can be more or less than 45 SCs on the board. As Centers rise and fall in value, players will have to be ready to adjust to sudden shifts of strength.

9. ESTABLISHING VALUES OF THE SUPPLY CENTERS:

A. CARD SYSTEM SET-UP: The GM prepares a deck of 39 cards from a deck of playing cards. 3 spades represent Triple Cs, 9 hearts-Doubles, 13 Diamonds-5 other face cards-Single Cs, and 9 Clubs-Zero Cs. 7 Double cards (for the capitals) are placed at the bottom of the deck. (cont.)

b. INITIAL VALUATIONS: The cards are drawn one at a time in consecutive order(after initial shuffling), to determine the value of each Center as it is captured. The GM must exercise care to insure that each card goes to the bottom of the deck after use,so all cards come up.

c. SUBSEQUENT REVALUATIONS: Since each change from 1903 on must be completely at random within the established percentages, all cards in the deck must be shuffled before each draw.

d. EXCEPTIONS: The following provinces can never be Triple Centers: Archangel, Ireland, Morocco. If a Triple card is drawn for them, they become Double Centers instead. Record as if it were a Triple Center, and return Triple card to deck as if it had been used.

10.DIRECT PASSAGE(Moses Crossings and Fleet Jumps). All units may move directly between Naples and Sicily, Andalucia and Morocco, and Ireland and Clyde, without the need of convoy for Armies. Support may be given by all units. Existence of these crossings doesn't affect the ability of Fleets to make normal passages between the adjacent sea spaces. In addition, Fleets may jump from Baltic Sea to Skagerrak, but may not support between these two spaces. This doesn't affect the usual moves of all units between Denmark and Malmo.

11&12: Ignore all rules concerning army/fleet module. I won't be using it.

13. USE OF THE SEA BOXES(WESTERN & SOUTHERN OCEAN)

a. Any number of fleets may occupy the Sea Boxes at the same time.

b. Fleets within a Box may support other units in the same Box into adjacent spaces, but may not support units already in normal spaces into other spaces. A Fleet in a normal space may support a fleet in a Box into another normal space.

14. RETREATS AND REMOVALS.

a.Retreats are made by Just's Right Hand Rule if a player fails to submit a retreat order. Normally, this will occur only at the end of a Spring move for a unit for which no tentative retreat has been written. After a Fall move, players should submit their Retreat orders with the Winter adjustments; and the other players may make their Builds contingent on the nature of the Retreat orders. The RHR will be used for Fall retreats only when a player fails to submit the retreats with Winter orders.

(The Right Hand Rule provides that if no retreat order is on hand, or if none of the provinces listed are open, the GM determines the retreat by moving the dislodged unit to the province immediately to the right of the 'front' between the attacker and the dislodged unit. If that province is closed, then the unit is moved to the first province to the left. If that is closed, then to the province next nearest on the right, and so on. Bodies of water are included in counting provinces, but in the case of Armies are passed over in favor of the next province.)

b. A player may not write an 'Off The Board' or 'Disbanded' retreat order. Retreat orders must to to existing provinces. A unit will retreat OTB only if the GM finds no other move for it.

c. Removals will be made by the GM when a player fails to submit a removal order. There is no requirement that the GM must remove fleets before armies or Away units before Home units, where he finds that such a procedure would result in the gift of a SC to another Power. The GM will remove the unit(s) which, in his judgment, will have the least effect on the game.

15. MAP NOTES: a. Ankara is now Sinope. Livonia is now Courland. Helgoland Bight is now Jutland, and touches Skagerrak. North Sea does not touch Denmark.

b. Trieste has been divided into Zara, a SC, and Croatia, an ordinary space.

c. The West. Ocean Box connects with NWG, NAO, MID, and SAO spaces. The South. Ocean Box connects with Malta Sea, Ionian Sea and E.Med. The two boxes connect with each other.

d. Piedmont connects with BUR, cutting MAR off from SWI. Swabia cuts MUN off from SWI.

e. Gree is divided into Greecc, a SC, and Macedonia, and ordinary space.

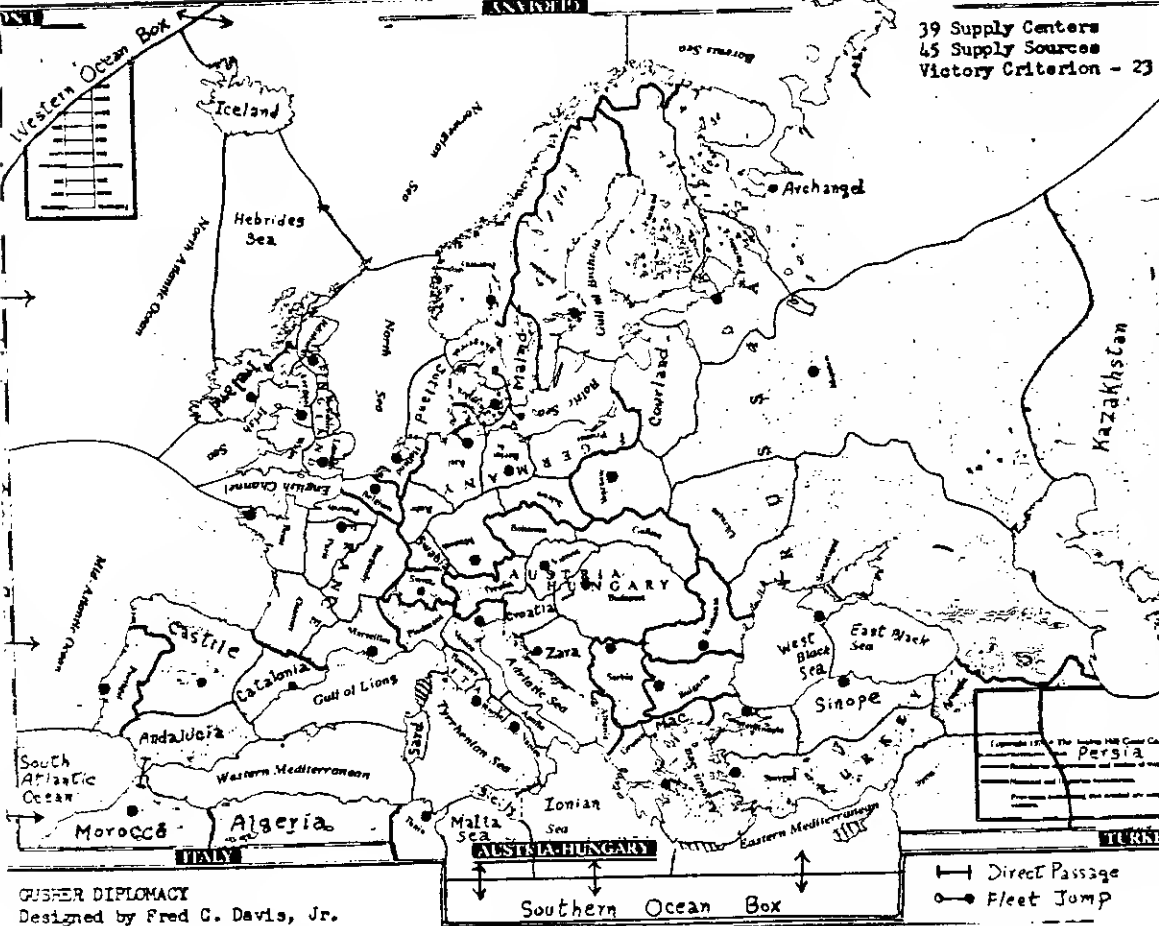
*f. Malmohus province is abbreviated as Malmo. Macedonia=MAC. * * * *

An attorney who journeyed to California to try an important case promised to wire his partner the moment a decision was announced. At long last the wire came and it read: "Justice has triumphed." His partner in New York wired back: "Appeal at once."

"Liberty means responsibility. That is why most men dread it."--George Bernard Shaw. *

"If you are scared to go to the brink, you are lost."--John Foster Dulles.

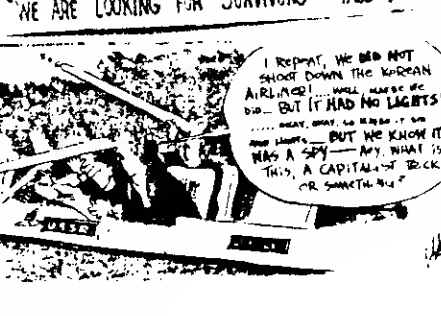
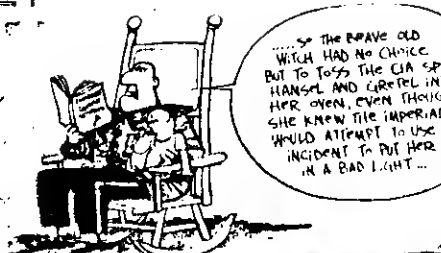
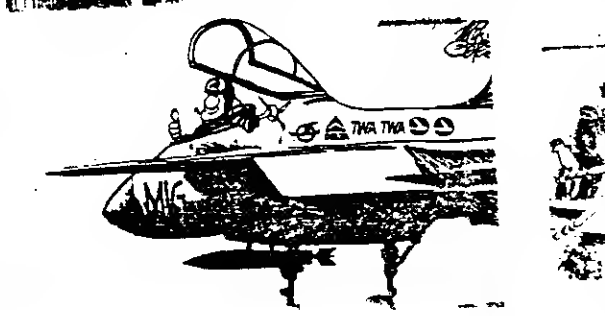
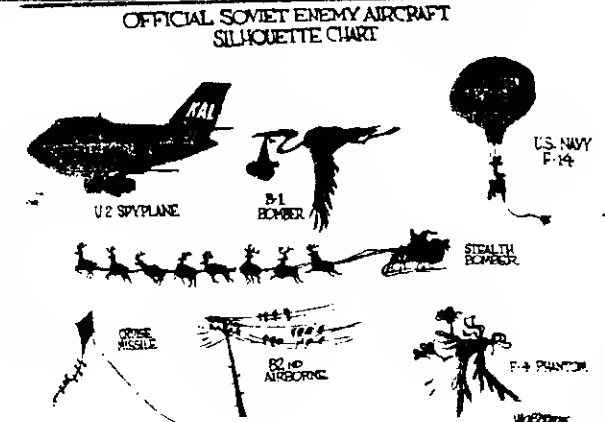
The eternal struggle in popular government is to retain its popularity.



GUSHER DIPLOMACY
Designed by Fred G. Davis, Jr.
1979



NO, Kathy. SUCKING
THE BLOOD OF MENSANS
WILL NOT MAKE YOU SMARTER!



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